

EmuMovies

**CRAVE**  
ENTERTAINMENT

19645 Rancho Way  
Rancho Dominguez, CA 90220

PRINTED IN JAPAN

Nintendo

GAME BOY **color**

DMG-AMNE-USA

# MIB

MEN IN BLACK  
THE SERIES

INSTRUCTION BOOKLET

**CRAVE**  
ENTERTAINMENT

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).



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## Precautions

- Always turn the power off before inserting or removing Game Pak from the Game Boy unit.
- Do not take apart, crush, bend, or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break and stretch after playing for long periods of time.

## Which Game Do You Have?



This Game Pak will work on any Game Boy unit you have, including the Game Boy, Game Boy Pocket, Game Boy Color and the Super Game Boy. The game will automatically be in color if played on a Game Boy Color system, and no further tweaking is needed. The game will not be in color on the Game Boy or Game Boy Pocket.

## The Story

Psst... You won't remember any of this later but there's a secret government organization, called the Men in Black or MIB for short.

Basically, they're out to "protect the Earth from the scum of the Universe."

Aliens have been coming to Earth for years, mainly on vacation or to do scientific research. However, some aliens have criminal intentions and it's up to the Men in Black to see that none of these aliens disturb our way of life.

Between stopping the extra-terrestrial terrorists called Fmecks and fighting Buzzard, an intergalactic Bounty Hunter, the MIB always have their hands full. Aliens can hide in many different forms, in humans or disguised as humans, as bikes, as fire hydrants and even as cute, cuddly animals.

Now, there is "K", the veteran MIB agent. He's been saving the planet for so long he has seen it all. He found and trained "J", previously a zealous NYPD agent, who is always willing to take on the toughest assignments. Together with "L", a medical and forensic examiner, they make a great team, taking on aliens wherever they hide. At the end of a long day, they report to Zed, the boss man of MIB. He's tough, but fair.

And that's where we begin, in Manhattan, near the LaGuardia Airport, inside the MIB Headquarters...



# Quick Start



- Turn off the unit.
- Insert the Game Pak.
- Turn on the unit.
- To skip the opening movie sequence, press the A button.
- Select Start Game from the Command Center by Pressing the A button.



# Controls



## "Special Attack"

To fire overhead, turn J the opposite direction and shoot weapon at the same time.

## Game Objectives

Just some good advice - keep moving and stop the aliens before they stop you.

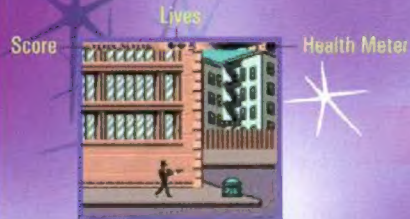
## Lives and Continues

You have 6 lives per game, and you can take damage 3 times before losing a life. Once your lives run out, its "Try Again, Slick."



Note: You can reset the game by pressing A, B, Select & Start simultaneously

## Screen Info



## Level Info

- |                 |              |
|-----------------|--------------|
| 1. Headquarters | 4. Aerodrome |
| 2. Manhattan    | 5. Rooftops  |
| 3. Sewer System | 6. ????????  |

## Bonus Icons



Sunglasses  
Extra Life



Big Gun  
More Fire Power



Neuralyzer  
Full Health

## Level Codes



After completing a level, be sure to note the code on J's watch. To use the code, select Access Codes from the Command Center menu. After you enter in the code, press the A button and your game will continue from the next level. To exit without entering a code, press Start.

## Parameters



To turn game music or sound effects "on" or "off," select Parameters from the Command Center menu. Press the A button to toggle between "on" and "off."

You can also set the difficulty of the game from the Parameters Menu. For an easier game, set the skill to "Easy." To make the game a real challenge, set the game to "Hard."

## Tips

- If an alien is too low to shoot at, try jumping on it.
- Look in manholes to find health power-ups.
- Some aliens take 2 shots, so don't rush them too quickly.
- Use the Special Attack to take out the flying aliens.

# Credits

## Crave Entertainment, Inc.

Senior Producer  
Mike Arkin

Associate Producer  
Matthew Paul

Testers  
Kevin Hoekman  
Chris Scaglione  
Brody Phillips

Special Thanks  
Mark Burke  
Jane Gilbertson  
Nima Taghavi  
Candice Uyloan  
Jay Boor

Monkey Pushing Buttons  
Ryan Villiers-Furze

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Crave Entertainment, Inc.  
19645 Rancho Way, Rancho Dominguez, CA 90220  
(310) 687-5400